



#### • Structure

#### • Features & tasks

#### • 1 2-3 & Crossing





**Team** Conceptions

#### Cooperation

**Pushing-Parallel / Crossing** 

Give & Go / Screen

#### Individual

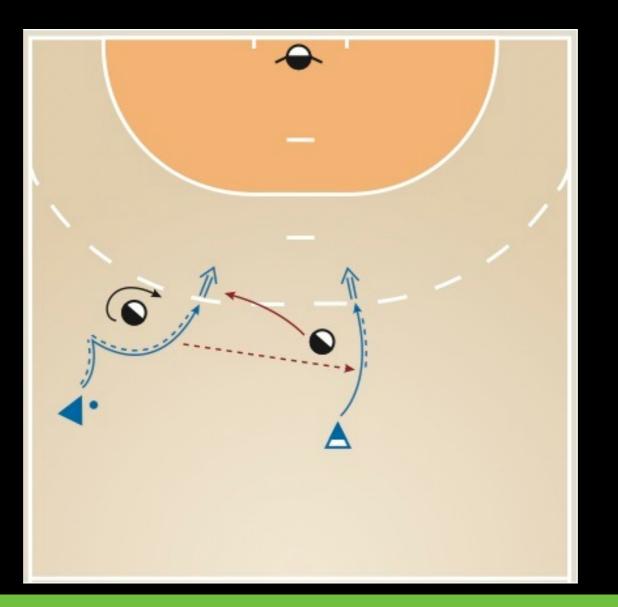
Variability in Actions & Positions

with / without ball





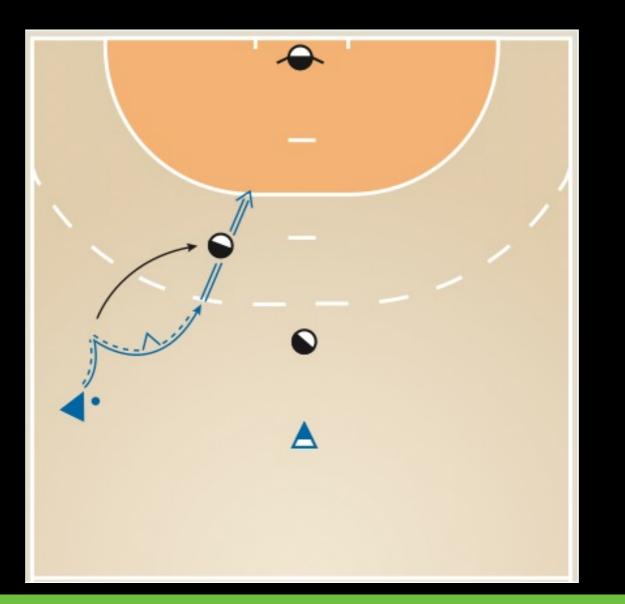
#### • Game-advantage 1. dimension







#### • Game-advantage 2. dimension:







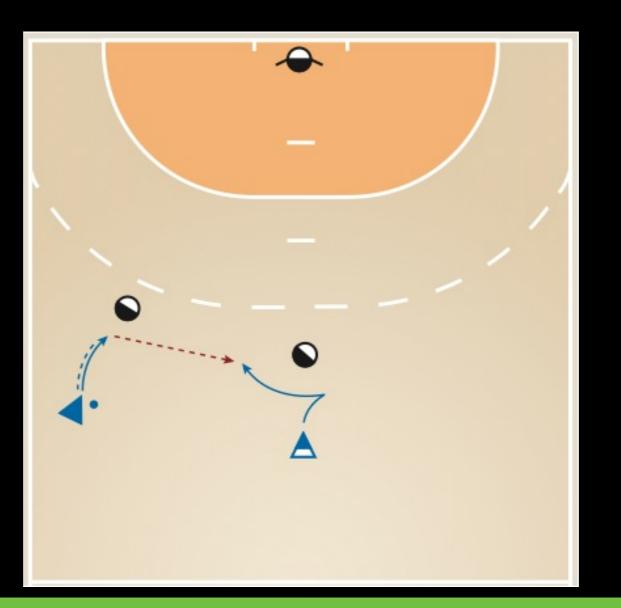
#### • Position-advantage 1. dimension:







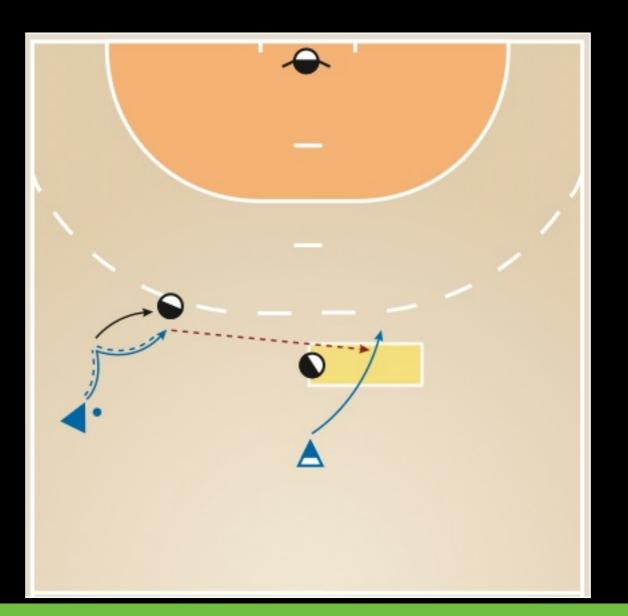
#### • Position-advantage 2. dimension:







#### • Position-advantage 3. dimension:







Individual attack behavior

### Ion1 without ball:

moving to the goal straight/sideward moves running feints going around the defender

#### • 1on1 with ball:

dribbling-feint body-feint passing-feint throwing-feint breaking through right & left side in basic position & in other positions



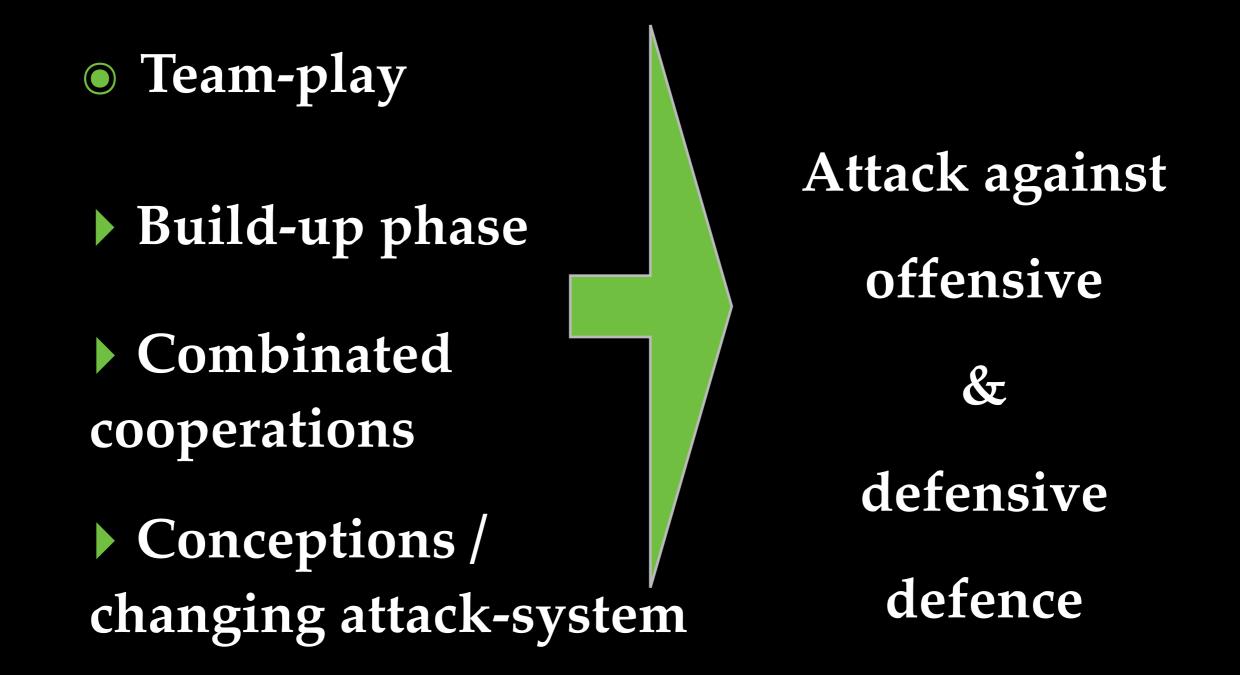


- Cooperative attack behavior
- Ion1 pushing / pushing back
  Crossing with/without ball
  Screening with/without ball

with different following actions & in different positions











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- The defence covers the space in the width in front of goal. The gaps between the defenders are small.
- The defence offers few space for wingplayers and pivot.
- Open space is given in front of the defence.
- The ball-circulation ist not disturbed.

## Features & tasks





- The attacker should try to create space in the width to keep the gaps as big as possible.
- The attackers should speed up of ballcirculation to enlarge the gaps.
- Gaps must be used very quick by quick realisation of throwing techniques.

## Features & tasks





- **1. consequence: wide positioning** wing-players in the corner / backcourt-players at the sideline
- 2. consequence: Basic attack moves
- 3. consequence: special passing
- 4. consequence: quick throwing
- 5. consequence: cooperation with pivot

## Features & tasks





#### • Structure

#### • Features & tasks

#### • 1 2-3 & Crossing





• Build-up phase

### • Ballcirculation

with/without wing-players fast or with pressure

### • Pressure-phase

free play / individuell & cooperative fixed play / release-actions

## • Basic principle

Open the central area





#### • Build-up phase against defensive defence: 1|2-3

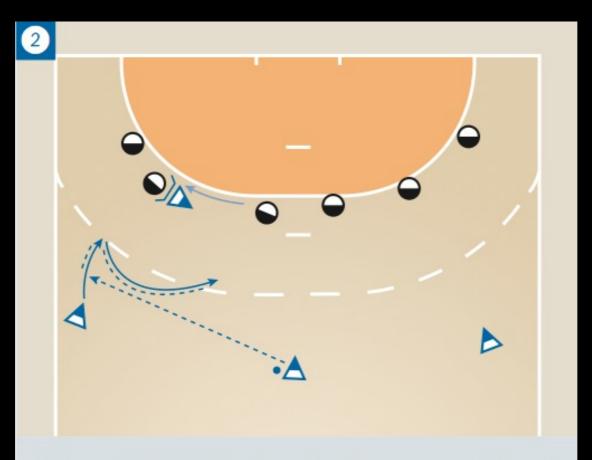


RL greift die Lücke 112 an (zieht damit HR [2] nach außen) und kann mit dem Prellmove nach innen IR (3) aus dem Zentrum ziehen und binden.





#### • Build-up phase against defensive defence: 1 | 2-3

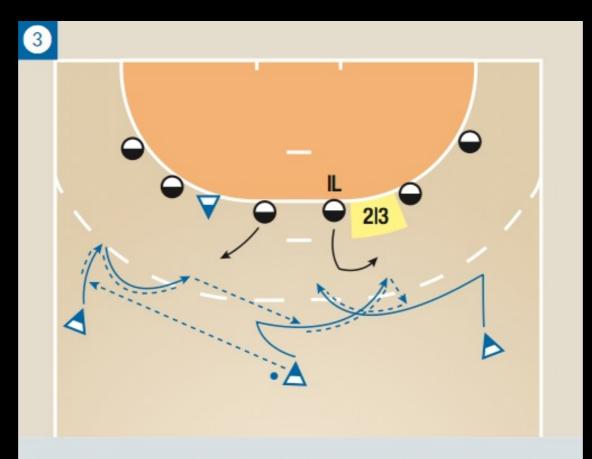


RL kooperiert mit KM, der den nach außen gezogenen HR sperrt. RL öffnet mit dem Prellmove nach innen den Raum und kann ggf. KM anspielen.





#### • Build-up phase against defensive defence: 1|2-3



Mit dem Anspiel von RL pendelt RM nach links und bedroht die Nahtstelle 213. Wenn IL die Lücke schließt, kann RR ins Zentrum kreuzen und IL überlaufen.